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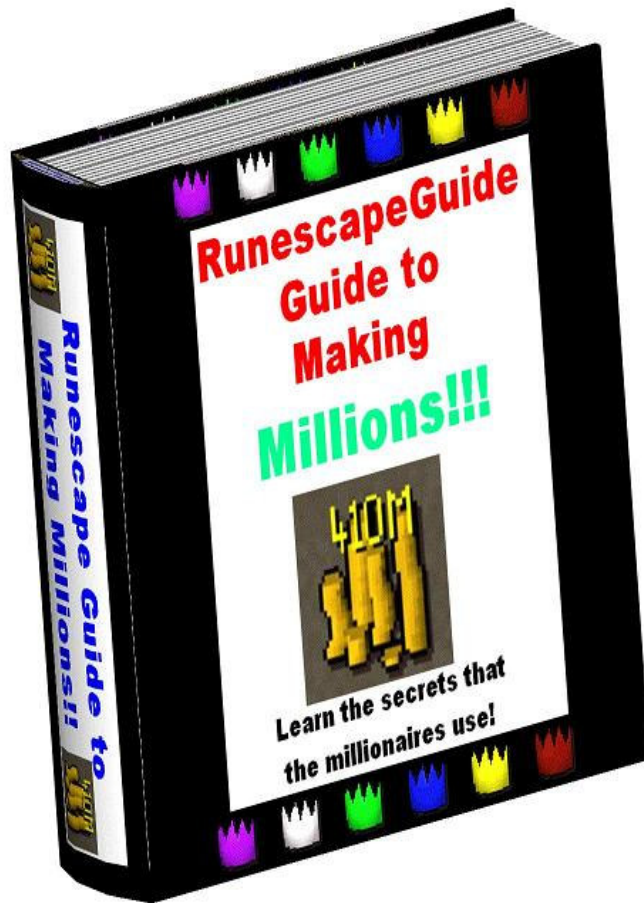


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Introduction

Hello, thank you for purchasing my guide. You are about to learn the very best way to make Gold in runescape. This guide gives you step by step instructions to making unlimited amounts of money.

***** Here is a very important principle to this guide. Make sure you understand it and you will never need money again. *****

People are willing to pay more for items in large amounts than items in a small amount. This is because of convenience. If I am trying to buy 10,000 coal, I will gladly pay 20 gold per coal more if I can buy it all from the same person. I would have to buy 300 here and 65 there and to get 10,000 would take a long time. This is where you come in and that 20 gold per coal equals a **200,000** profit for you!

Not one of the steps violates any of the rules of the game set forth by Jagex. This is a completely legal process. I know that this process works because I personally use it to make Gold.

This guide **will not** show you the following:

- How to scam players
- How to hack the system
- How to steal passwords
- How to duplicate items
- How to sell player accounts

I do not believe in these practices and people who do should be banned from the game. I will show you how to make an honest living in runescape.

Chapter 1 - Getting started

I will assume that you already have a player account set up and are familiar with how to get around and trade. (Note if you already have 1500gp or more skip this chapter and go to chapter 2) The first step is to get 30gp. Do this by any means. Sell the items you start. Once you have the 30gp clear out your inventory so that all you have is the 30gp. Next head to Port Sarim. We are heading to the island of Karjama. You will have to talk to a man dressed in blue standing on the dock. It will cost the 30gp for the ride to the island.

When you get there, walk off the dock and you should see a house. Enter the house and talk to a man named Luthas. He will ask you to pick bananas. Answer "Yes", pick bananas, put them in the crate, then talk to Luthas to collect your moderately earned 30 GP. If you would like more money in multiples of 30, ask him to get another 30 GP for doing the job again. Stay here and keep doing this until you have 1500gp.

Note. If you do not know where the places are look on the map below.



Chapter 2 - Turning Your first 1500gp into 50,000gp

Once you have 1500gp in your pocket it is time to start doubling or even tripling your money. To do this, go to the fishing dock on Karjama. There you are going to buy as many cooked lobsters as you can. The going price is 100gp to 300gp. Usually you can get them for 125gp. Once all your money is spent or your inventory is full it is time to leave. Remember to save 30gp for the ride back to Port Sarim. Talk to the customs officer to go back. After the ride head to Varrock's town square and sell your lobsters for 200gp to 300gp each. You can start by standing in the market and saying "cooked lobby's for sale" it will not take long to sell them.

Usually the market is jam packed with people and it is hard to see what people are saying so check out our bonus. It is a macro that will help you with typing messages over and over and over.

You can get it here <http://www.runescapeguide.com/bonus.php>

It will allow you to say "cooked lobbys for sale" really fast over and over so you can get other people's attention. There is also a few sample scripts for talking fast. You can customize it to say whatever you want.



So say you started with 1500gp and bought 12 lobsters for 125gp each. You would have to work the banana farm one more time for 30gp for the ride back. Then you sold the lobbys for 225gp each.. You would now have 2100gp. That is 1200gp profit!!! You now have enough to go back to Karjama and buy 21 lobsters turn them into 4725 and make even more money on the next trip. Each trip from now on should bring at least 2500gp. Keep doing this until you have around 50,000gp.

Here are a few tips:

- Not everyone will sell there lobbys for what you want to pay. Don't worry about them. If there is not anyone selling try another world.
- After you find someone selling for a good price ask them if they have or will have more lobsters to sell. Usually they are training their fishing skill and will be happy to sell you all they can get. If you get two or three fishers supplying you lobbys you are in business!
- . You can use the macro to buy the lobbys too.
- . Once you have some money buy as many lobbys as you can and make a run to the bank. Turn them into notes and go back to buy more.
- . You can get more for your lobbys when you have a lot of them.
- You do not have to sell them just at the Varrock market. Other good places to sell them are:

the Edgeville bank,
Falador bank,
Varrock banks,
Draynor bank,
Or anywhere else.

Chapter 3 -Turning 50,000gp to 1,000,000gp By Flipping Notes

By now you should have around 50,000gp by running lobsters from Karjama. That is a good way to make money to start, but there is a better way. It is called Flipping notes.

Simply stated flipping notes is buying them in small amounts for a price lower than what you can sell them for in large amounts.

If you have been selling cooked lobsters for a little while now, you know what the current market price is. (Usually the price is between 100gp and 300gp.) Still make the run to Karjama to buy lobsters but now start asking to buy lobster notes as well. You can find many people there that will sell their notes for 175gp each. You can also find people at the market that will sell their notes for less than the highest market rate. I once bought 100 notes for 150gp each on one end of the market walked to the other end of the market and sold them for 200gp each. I made a quick 5000gp.

Sometimes you will run across someone selling 200 to 1000 notes. This is where the big money is. To buy that many, however you have to have a lot of money. Onetime I bought 5000 lobsters for 175gp each. That cost me 875,000gp. However, I know that I can sell them for anywhere from 200gp to 300gp each. If I sold them for 225gp each I will have 1,125,000. **A 250,000gp profit!!** The point is **That it takes big money to make big money!!!** And once you have your first million it becomes easier to make more.

Here is one of the most important tips you will find!!

In this guide I have stated prices of lobsters by giving a range 100 to 300. That is called a price spread.

The trick is to buy just a little higher than the lowest spread price and to sell just a little lower than the highest price spread.

If you demand that you only buy for the lowest price you will make more per lobby but if you buy just a little higher than the lowest you will find more sellers. You will make less per lobby but will flip more lobsters around, therefore make more money. The same is with selling. You can try and sell your lobsters for 300gp each and there are people out there that will buy them for that, however you will sell them a lot faster if you lower the price a little. My goal is to make 50gp to 100gp per lobby. To do this you must be familiar with the market values of the lobsters which can vary.

Chapter 4 - Quick Tips!

If I know that I will not be playing for a while I will sell all of my inventory or cash out. That way if while I'm gone and the value of the lobsters drops I will not have lost anything.

This principle was stated previously but it is very important so I am going to put it in again.

People are willing to pay more for items in large amounts than items in a small amount. This is because of convenience. If I am trying to buy 10,000 coal, I will gladly pay 20 gold per coal more if I can buy it all from the same person. I would have to buy 300 here and 65 there and to get 10,000 would take a long time. This is where you come in and that 20 gold per coal equals a **200,000** profit for you!

- **Always keep a calculator at hand!!!!!!!!!!!!!!**
- You must be patient. There are times when merchanting will be slow and you will go all day without making any good trades. Just keep at it. I promise it you will make a profit.
- Do not get in over your head. It is good to purchase items in bulk but do not buy so many of an item that takes a long time to sell. This ties up your cash and leaves you desperate to sell and making take a loss on the item.
- Try to keep a good amount of pure cash on you at all times. At least 30% of your value should be in pure cash. There is nothing worse than seeing a great deal slip away because you didn't have the cash at that moment.
- Don't spend your money on personal items. A lot of people make their first million and then feel like they have to go out and buy the rares they have always wanted to wear around. Don't do that. This is probably the worst thing you can do to impede your progress. It is alright to buy rares and other valuable items but sell them!
- Becoming a member helps. It will open the door to a lot more opportunities for you. Although it is easily possible to become a millionaire by staying an f2p also.
- Be careful of scams. Do not buy an item you have not heard of. A lot of times Jagex adds an item and people will try to sell it for more than it is worth because no one has heard of it. Stay away from it unless you have seen it and know what it is.
- Always double check the last trade screen.
- Always keep a good amount of cash on hand, Only spend about 1/3rd to 1/2 of your current money for the merchandise you're going to sell. You just might see a good deal while you are selling.
- Start out by only merchanting 5 to 6 items at a time.

- Buy in Bulk and sell in bulk. Be sure to buy stuff low and sell high.
 - Selling in the game can take a while. For bulk items use the forums for buyers. If you are a member then make a post on the bulk items you are wanting to sell. You usually always get a buyer for ores and bars within 5-10 minutes from a forum posting.
 - Avoid scams at all costs. Many merchants get scammed easily. I even got scammed myself. Be sure to always double check the last trade window before making a trade. If the deal sounds too good to be true then stay away or approach with caution.
 - Be firm on your prices, many players try to talk you into lowering prices. Be firm and walk away a couple steps, there is a 75 percent chance that he'll give in and buy your items.
-
- One of the biggest profit items is Iron ore. Buy iron ore for around 25 to 50 gold coins each. This is very easy to buy and is very plentiful. You can hire iron miners and pay them 35 each. I currently have 15 iron miners that bring around 25,000-50,000 iron ore per week. I pay them their paychecks each Friday. So If I get 40,000 iron ores that week I end up paying my miners 1.4 million gold coins for 40,000 iron ore at 35 gold coins a piece. I then take all the iron ore and sell it for 100 each to other players. So 40,000 times 100 each equals 4 million gold coins. So I just Profited 2.6 million gold coins from my 15 miners. Once you get heaps of iron ores, then sell them for 100 gold coins each.
 - Steel bars are still hot now. Try to buy these for around 250-350 each and resell these for 500 to 600 gold coins each.
 - You can also get huge profits from rare holiday drops if you can find good deals.

Starting a Runescape Business:

If you get bored from Merchantism then you can successfully run a runescape steel bar making business. This Business will bring great wealth to you and your miners. I currently pay my miners for this business, 150 per coal and 75 per iron ore. So it costs me 375 per steel bar to make. Once I make the Bars I then sell them to other players for 600 each per steel bar. Sometimes 500 each. I easily generate profits of 2-3 mil each week running this business. If you are a member then you can also make cannonballs and sell them for 200-250 each. Each bar produces 4 cannonballs. So if you make these you will get 800-1000 gc per steel bar which will mean a profit of 425-625 per steel bar. If you just sell the bars after making them then your profit will be 125-225 per bar. You can easily make 25,000 bars in a week. So you will bank in profits between 3.12 mil to 15.65 mil depending on whether you make cannonballs or just sell the bars. I make balls and sell my bars, I generate between 3-6 mil a week running this business. Do not buy your bars, otherwise it wont be a business. Make your bars so you can pay miners a weekly check. Also offer bonuses to your top miners. The more ores you can get and make into bars, the more successful your runescape business will be. If you have trouble selling your bars then look in the forums for buyers.

OTHER WAYS TO MAKE MONEY

If merchanting is getting boring, or if you can't help but go and train skills why not make some money while you do it. This part of the guide will also show you how to make some money to get started merchanting.

Combat Training

Low Level Players:

- Try killing chickens. Each feather you gather from them will get you 15 ea if you collect 1k or more of them at a time.
- Kill cows, if you bank the hides you can sell these for 100 gp ea or more if you collect a lot of them (500+)
- Goblins are also good training because they drop clues.

High Level Players:

- Kill Giants. Bank the big bones. They will sell for 500 ea if you collect them in bulk.
- Slay Dragons. Blue dragons are the safest and easiest to kill. Collect the hides and bones, or bury the bones for experience and bank the hides. They will give a very nice profit and can be sold in basically any amount.
- Train on the monsters that drop treasure trails. The profit from the clues will provide a nice income. These include ice warriors, all dragons, greater demons, paladins, and hell hounds.

Misc. Ways to make a quick buck:

- You can also walk around the dragons and pick up the dragon hides as people fight them. Just stay back a little and be careful. Most people are there to level up and don't pick them up. Dragon hides sell for 1.5k to 3k each depending on the color.
- Other ways to make money is to check the general Stores. Everytime I go to Varrock General Store on world 20, I always see heaps of coal for like 25 gc each, and Iron ore for 5 gc each. Buy them up to resell later.

Chapter 5 – Flipping Coal

Here is another way to make crazy money by flipping coal. I kept this at the bottom because it does take some starting money about 100,000 to get started. But once you get going you are set for life.

Coal is going for 75 to 200gp ea. You can buy all the coal you want for 100gp - 125gp each at the west bank in Falador on the high number worlds. Again, if no one is selling on your world switch until you find people selling. Once you have 1,000 coal people will be willing to buy them for 150ea – 180ea on world #1 right there at the Falador east bank. **That's a 50K Proffit!!!** There is no traveling required when doing this, just switching worlds. I have bought over 3k coal in one hour for 300,000. I then went to world #1 and sold them for 150gp ea or 450,000 and made **150k profit!!!** It is very easy to buy coal here because there are miners traveling back and forth from the mine to the bank here. Do not, I repeat, do not try and sell in amounts of less than 1,000. You will not be able to get the best selling price with small amounts.

Another way to find buyers is to check the forums there are always people buying coal there in large amounts. If you are f2p you can just read the post, but if you are a member you can advertise your coal for sale at 150 ea and it will sell right away.

Also be sure to ask if people will mine for you. Most people are training their mining skill and will sell you all they can get. Once you have a few people mining coal for you regularly you are set for life.
Have fun making millions!!!!!!!!!!!!!!!!!!!!!!



Chapter 6 – Making money with Runes

Here is another way to make money by trading runes. You can buy runes from the shops in Varrock and at Betties' shop in Port Sarim.

The shop prices are 90gp for chaos and 180gp for death.

People are always buying large amounts of runes for much more than this sometimes even double the amount.

As you can see this is a very easy way to double your money, however a lot of people know this and the rune shops inventory is always low. To get around this you can try the following tips:

- Go to worlds with as few people as possible.
- If the shop is out change worlds.
- Try playing at different times to find when there are fewer people playing.
- First thing in the morning is a good time to try.
- You also can ask to buy from the other people who are buying perhaps they will still sell for a low enough price that you can make a profit.

New Tip!!!!

Every system update, all the shops restock. All shops restock something like 5000 of every rune. When there are so many in stock they sell very cheaply and you can make a huge profit if you prepare yourself. As soon as you see a warning that there's going to be a system update, sell anything you don't need, empty your inventory of everything except cash and hop it to the nearest shop. As soon as the update's complete keep trying to log in until you manage it, go to the emptiest world you can find and buy out the store. You can make about 100%profit!



Chapter 7 - Price Guide

These are the prices that as of 8-1-05 . Prices constantly change so **PLEASE** make sure you know what you are buying and the **CURRENT** market price.

WEAPONS

Bronze Prices

Bronze dagger: 0 to 5
Bronze axe: 0 - 5
Bronze mace: 0 - 5
Bronze sword: 0 - 20
Bronze scimitar: 0 - 25
Bronze longsword: 0 - 30
Bronze warhammer: 0 - 10
Bronze battleaxe: 0 - 40
Bronze 2 hand sword: 0 - 50

Iron Prices

Iron dagger: 20 - 30
Iron axe: 30 - 40
Iron mace: 30 - 40
Iron sword: 60 - 80
Iron scimitar: 70 - 100
Iron longsword: 100 - 120
Iron warhammer: 50 - 60
Iron battleaxe: 140 - 160
Iron 2 hand sword: 300 to 350

Steel Prices

Steel dagger: 100 - 120
Steel axe: 150 - 200
Steel mace: 150 - 200
Steel sword: 250 - 300
Steel scimitar: 300 - 400
Steel longsword: 400 - 500
Steel warhammer: 200 - 300
Steel battleaxe- 500 - 650
Steel 2 hand sword- 700 - 850

Black Prices

Black dagger: 300gp
Black mace: 2k - 5k
Black scimmy: 5k
Black battle: 4k - 5k
Black long: 1k
Black short: 800gp
Black 2H: 3k - 4k

Mith Prices

Mithril dagger: 200 - 320
Mithril axe: 500 - 600
Mithril mace: 500 - 600
Mithril sword: 700 - 800
Mithril scimitar: 900 - 1000
Mithril longsword: 1200 - 1300
Mithril warhammer- 1200 - 1300
Mithril battle axe: 1500 - 1700
Mithril 2 hand sword: 2000 - 3000

Addy Prices

Adamant dagger: 600 - 750
Adamant axe: 1400 - 2000
Adamant mace: 1000 - 1300
Adamant sword- 1700 - 1900
Adamant scimitar: 4500 - 6000
Adamant longsword: 3000 - 4000
Adamant battleaxe: 4000 - 5000
Adamant 2 hand sword: 6000 - 7500

Rune Prices

Rune dagger- 10k
Rune short sword- 15k
Rune long sword- 20k
Rune scimitar- 30k-45k
Rune 2 handed- 40k-50k
Rune Battleaxe- 40k-50k
Rune mace- 10k-15k
Rune warhammer- 30k-40k

Dragon Prices

Dagger - 30k
Dagger (p) - 30k-45k
Long Sword - 90k-120k
Battleaxe - 150k-200k
Halberd - 260k-320k
Spear - 850k-1100k
Spear (p) - 900k-1200k
Mace - 30k-50k

Barrows Weapons Prices

Ahrim's staff - 800k - 1100k -
Dharok's greataxe- 4500k - 5000k -
Guthan's warspear- 1800k - 2500k -
Karil's crossbow- 2500k - 3500k -
Torag's hammers- 1800k - 2400k -
Verac's flail- 2700k - 4000k -

Misc.

Abyssal whip - 5m - 6M
Granite Maul - 200k
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ARMOUR

*Full = (kite, legs, plate, and helmet)

Bronze Prices

Full bronze amour- 0 to 100

Iron Prices

Full iron amour- 500 to 1000

Steel Prices

Full steel amour- 4000 to 5000

Black Prices

Black full helm- 2k
Black med helm-1k
Black square-1.7k
Black kite- 3-4k
Black legs- 2-2.5k
Black plate- 4-5k
Full Black 9k to 11k

Mith Prices

Full Mith - 9k to 12k

Addy Prices

Full Addy - 30k to 35k

Rune Prices

Rune Full Helm- 30k to 35k
Rune Platebody- 65k to 70k
Rune Legs- 50k to 60k
Rune Kite- 50k to 60k
Rune Chain - 30k - 45k
Full Rune - 200k+- 20k

Dragon Prices

Square - 5M - 6M mil
Left half - 4.5M
Right half - 750k
Med - 1.8M
Chain - 20M-24M (can vary)
Legs - 2.9M
Full Dragon- 25M - 30M

SPECIAL ITEMS

Black helm(t)- 20k to 30k
Black kiteshield(t)- 40k to 50k
Black platebody(t)- 40k to 60k
Black platelegs(t)- 30k to 50k

Full black(t)- 150k to 200k

Black helm(g)- 30k to 45k

Black kiteshield(g)- 60k to 80k

Black platebody(g)- 90k to 100k

Black platelegs(g)- 60k to 70k

Black skirt (g) - 40k to 55k

Full black(g)- 300k to 400k

Adamant helm(t)- 30k to 50k

Adamant kiteshield(t)- 50k to 60k

Adamant platebody(t)- 80k to 100k

Adamant platelegs(t)- 50k to 60k

Full Adamant(t)- 250k to 400k

Adamant helm(g)- 50k to 60k

Adamant kiteshield(g)- 70k to 80k

Adamant platebody(g)- 100k to 120k

Adamant platelegs(g)- 70k to 80k

Full Adamant(g)- 350k to 450k

Saradomin helm- 600k to 800k

Saradomin kiteshield- 900k to 1.1Million

Saradomin platebody- 1.4 million to 1.9Million

Saradomin platelegs- 800k to 950k

Saradomin skirt- 700k to 900k

Guthix large helm- 300k - 400k

Guthix kiteshield- 550k - 650k

Guthix platebody- 750k

Guthix platelegs- 550k to 600k

Guthix skirt- 380k to 400k

Zamorak helm- 600k to 1million

Zamorak kiteshield- 900k to 1million

Zamorak platebody- 1.3 million to 1.5million

Zamorak Platelegs- 900k to 1million

Zamorak skirt- 650k to 760k

Rune full helm(t)- 300k to 350k

Rune kiteshield(t)- 400k to 450k

Rune platebody(t)- 500k to 550k

Rune platelegs(t)- 400k to 450k

Rune skirt (t)- 270k to 350k

Rune full helm(g)- 350k to 400k

Rune kiteshield(g)- 450k to 550k

Rune platebody(g)- 600k to 700k

Rune platelegs(g)- 450k to 550k

Rune skirt (g)- 320k to 400k

Guided full helm- 1700k to 1900k

Guided kiteshield- 2400k to 2900k

Guided platebody- 2900k to 3200k
Guided platelegs- 2300k to 2600k
Guided skirt- 2100k to 2500k

Ahrim the Blighted's Set
See Magic section, [click here to go there](#)

Dharok the Wretched's Set
Dharok's helm -
Dharok's platebody -
Dharok's platelegs -

Guthan the Infested's Set
Guthan's helm -
Guthan's platebody -
Guthan's chainskirt -

Karil the Tainted's Set
See ranged section, [click here to go there](#)

Torag the Corrupted's Set
Torag's helm -
Torag's platebody -
Torag's platelegs -

Verac the Defiled's Set
Verac's helm -
Verac's brassard -
Verac's plateskirt -
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JEWELRY

Amulet of magic- 500
Amulet of defence- 1k
Amulet of strength- 3k
Amulet of power- 9k to 11k
Amulet of glory- 110K to 120k

Ring of recoil- 300 to 500
Ring of duelling- 1k to 2k (because people want them for runecrafting)
Ring of Forging 3k-5k
Ring of life- 3k to 5k

Ring of wealth- 100k + or - 10k

Games Necklace- anyone know? i would imagine around 300-500
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MINING

PICKAXES

Bronze- 0 to 1

Iron- 0 to 50

Steel- 150 to 250

Mithril- 1k to 1.2k

Adamant- 2.5k to 3k

Rune- 25k to 30k

ORES

Clay - 3gp

Tin - 3gp to 5gp

Copper - 5gp

Iron - 50gp - 100gp

Silver - 150gp - 250gp

Coal - 100gp to 190gp

Gold - 150gp to 300gp

Mith - 300gp to 400gp

Addy - 800gp to 1.1k

Rune - 10k

SMITHING

BARS

Bronze- 20 to 35

Iron- 100 to 120

Steel- 500 to 600

Mithril- 900 to 1100

Adamantite- 3000 to 3300

Rune- 13000 to 15000

Silver- 150gp to 300gp

Gold- 300gp

FISHING

Lobster pot- 5gp
Harpoon- 5gp
Big fishing net- 20gp
Small fishing net- 2gp
Fly fishing rod- 5gp
Fishing rod- 5gp

shrimp- 3ish
sardines- 3ish
anchovies- 5
trout- 8
pike- 13
tuna- 30
lobster- 150-250
swordfish- 300-400
shark- 900-1000

COOKING

Cake- 0-10
Chockolate cake- 10-100
Plain Pizza- 50
Meat Pizza- 50 to 70
Anchovy Pizza- 150 to 300
Pineapple Pizza- 500 to 1000
Stew- 200 to 500
Curry- 500
Bread- 0 to 20

MAGIC

RUNES

Air- 5-30
Fire- 5-20 (up to 40 when sold in bulk)
Water- 5-10
Earth- 5-10
Mind- 5-12
Body-2-5
Cosmic- 200
Nature- 200-400
Law-350-500 (often 1K if sold singularly)
Chaos- 100-150
Death- 200
Blood- 300+
Soul- 2k

WEAPONS

Air staff - 100gp to 1K
Earth staff - 100gp to 1K
Water staff - 100gp to 1K
Fire staff - 100gp to 1K
Mystic lava staff -
Iban staff - Non tradable
Any God Staff - 80k
Ahrim's staff -

ARMOUR

Full Mage - 300k

Ahrim the Blighted's Set
Ahrim's hood -
Ahrim's robetop -
Ahrim's robeskirt -

FLETCHING

LOGS

Logs- 5 to 10
Oak Logs- 5-20
Willow Logs- 20 to 50
Maple Logs- 100
Yew Logs- 250 +or- 50gp
Magic Logs- 1000 to 1100

Flax- 10gp+
Bow Strings- 50-120 mostly 100gp

WOODCUTTING

AXES

Bronze- 0 to 1
Iron- 0 to 50
Steel- 100 to 150
Mithril- 400 to 550
Adamant- 1.5k to 2.5k
Rune- 18k to 21k

PRAYER

Bones- 10gp+
Big Bones- 200gp - 400gp
Dragon Bones- 2k-3k

Holy Symbol- 500gp to 1k
Unholy Symbol- 200gp to 400gp
Unstrung- 60gp to 200gp

RANGED

Bronze arrows 5 gp ea
Iron Arrows 20 gp ea
Steel Arrows 35 - 50 gp ea
Mith Arrows 45 - 70 gp ea
Adamant Arrows 100 - 150 gp ea
Rune Arrows 400 - 500 gp ea

Short bow- 0 to 20gp
Long bow- 0-20gp
Oak Short bow- 0 to 50gp
Oak Long bow- 0 to 50gp
Willow Short bow- 50 to 100gp
Willow Long bow- 50 to 100gp
Maple Short bow- 150gp
Maple Long bow- 150 to 200gp
Yew Short bow- 300 to 400gp
Yew Long bow- 400gp
Magic Short bow- 1k to 5k
Magic Long bow- 1.1k to 5k
Crystal Bow -
Karil's crossbow -

Coif -

Green Vambraces -
Green Chaps -
Green Body -
Full Green - 5k to 10k

Blue Vambraces -
Blue Chaps -
Blue Body -
Full Blue - 10k to 20k

Red Vambraces -
Red Chaps -
Red Body -
Full Red - 30k to 50k

Black Vambraces -
Black Chaps -
Black Body -
Full Black - 30k to 50k

Karil the Tainted's Set

Karil's coif -
Karil's leathertop -
Karil's leatherskirt -

HERBLORE

Guam- 500 to 600
Marentill- 600 to 700
Tarromin- 500 to 1000
Harralander- 1000 to 1500
Ranarr Weed- 3000 to 4000
Irit Leaf- 2500 to 3500
Avantoe- 2500 to 3500
Kwuarm- 3000 to 5000
Cadantine- 5000 to 5500?
Lantadyme- 6000 to 7000
Dwarf Weed- 7000 to 8000
Torstol- 10000? last 4 uncertain

Unids:
Random - 1 to 1.5k ea
Rannar+ - 2k to 3k ea

Vial- 1 to 10gp
Water Filled Vial- 10 to 50gp?

Secondary Ingredients:
Eyes of Newt - depends more on buyer
Unicorn Horns - 550 - 750
Limpwurt Roots - 1k ea (shocker)
Red Spider's Eggs - 600 ea
White Berries - 1k ea
Snape Grass - 500-600 ea
Ground Blue dragon scale - 800 - 1000
Wine of Zamarok - 1k ea
Jangerberries - 1k ea

Tip for buying herbs!

Ever wonder how to know what un-id herbs you are getting for 1k each? Just take out one of each herb you will accept in trade and fill the rest of your inventory, then you will only be able to take the ones that you already have.

CRAFTING

Silver bar- 200 to 300
Gold Bar- 300 to 500?
Sapphire- 200 to 500
Emerald- 1000
Ruby- 3000
Diamond- 5000 to 10000

Drag Stone- 90k to 100k

Green Dragon Hide -

Blue Dragon Hide -

Red Dragon Hide -

Black Dragon Hide -

RUNECRAFTING

Rune Essence- 20 to 50 (mainly around the 20gp mark but people can push towards 40 or 50)

CLOTHES

Shade Robe- 15k to 30k

Zammy Robes- 2k to 5k

full mystic (blue)- 240-250k

Other Prices/Merchant Items

**** Party Hats are very volatile! The prices may go up or down very fast! ****

Purple party hat 18M - 23M

Yellow party hat 20M - 24M

Green party hat 23M - 28M

Red party hat 30M - 35M

White party hat 35M - 39M

Blue party hat 55M - 65M

Robin Hood 1.8 - 3.2M

Drag Med 1.8 - 2.5M

Ranger boots 650k-750k

Santa Hat 2400k to 2800k

Christmas Cracker 80M - 90M

Pumpkin 2500k - 3000k

Full mage 300k - 400k

Cannon 600k

Wizard boots 150k - 200k

Pirate hat 300k to 400k
Brown Cav- 300k to 350k
Tan Cav- 200k to 225k
Black Cav 700k to 850k
Easter Egg- 1500k - 2000k
Blue Beret- 45k to 60k
White/Black Beret- 60k to 100k
Green Halloween Mask- 3300k - 3800k
Blue Halloween Mask- 4500k - 5000k
Red Halloween Mask- 5500k - 6500k
Full Sara 4100k +
Full Zammy 3600k +
Full guth 2100k -
Full rune (g) 1600k-2200k
Full rune (t) 1300k-1800k
Eye patch 1gp - 10gp
Headband 20k - 80k
Disk of returning 4000k - 7000k
Half wine 30M - 45M
Highwayman mask 40k - 60k
Headband(any colour) 40k - 50k
Fremenik helmets 60k - 80k

Chapter 8 – Beware of Common Scams

- **The mistaken amount** - Many times when you are doing a trade people will try to rip you off. One of the easiest ways is to make you mistake the amount or item. Sometimes, people will say buying something for 45k, when you go to trade them they put up 45k, then they accept, when it comes up to the "are you sure window" they retrade and quickly put only 4.5k up and accept quickly, hoping you won't notice. This trick also is common between Rune and Mithril items. So make sure to always recheck the trade!
- **The two people scam** - The best way to tell this scam is to show an example of it in action. First, two people devise a plan as follows. One person says they are doing a quest and indeed of a item but is too lazy to get it and will pay extremely good for it (lets say 20k for a black bead). They will announce this at a crowded area. Now a little down the road their buddy is waiting and types "selling black bead 5k". A player will see this and think "wow i can make an easy 15k" so they buy the bead from the person for 5k and go back to the friend and try to sell it for 20k, however the person never buys it, thus the two scammers make 5k off an item worth 5gp.
- Jagex does NOT block your password, so if someone tells you that it would turn out as ***** then they're wrong and trying to steal your account. Not Cool! But if you make the mistake, no worries. They can't login when you're on, and you can change your password while you play.
- People can't "double" your money/items if you trade it to them for "a sec." They can always just walk away with your stuff. Even if you report them, it wouldn't do much good unfortunately. The person might get banned but you will never get your stuff back, because all trades on Runescape are final. The staff wouldn't be able to give your stuff back. So be sure to watch out for these people or report them if you see someone like this.
- If someone tells you they are part of the Jagex staff and they can get you any item(s) you want if you give them money or something, right away you should know it's a scam. The Jagex staff are almost NEVER on playing Runescape. But if they are, they wouldn't tell you out blankly that they are staff, or wouldn't give you this option.
- One of the most common scams is that someone will offer you around 200k for your full rune set. You display the full rune and he shows the 200k in the trade window. Once you accept the trade, He will be sneaky and add in an extra item like black legs or something, and you'll think it's cool and accept the trade, and then boom! You had sold your full rune set for 20k and black legs. You are now asking yourself, what had happened? Here is what happened. When he added on the black legs, he also took away 180k while you were looking at the black legs, and you didn't realize it cause 20k still looks kind of like 200k if you don't pay close attention. If this ever happens to you report the scammer immediately. Another

Common Scam is that someone will be selling a rune 2 hander for 25k you will see the rune 2 hander in the trade window, and he will see the 25k, you will accept the trade and then he'll decline it saying, "Oops, my bad" and then he will trade you again offering a steel 2 hander or mith 2 hander, and then boom! You bought either a steel 2 hander or a mith 2 hander for 25k. Other scams are that other people will offer free gem cutting or free smithing and then just take your items, and run. If he is a high level character than the odds are that he is not a scammer, but if he has low levels, then stay away from him. Another Major Concern is Price Scamming; many people will scam your items for low prices. Especially with newbies, Check the forums for general prices before you sell something or ask around 1st. Another Major Scam is that someone will offer to sell a Runescape account for Runescape gold coins or items. You will pay the player for the account, and he'll take off with your money. He will either give you nothing, or a username and password to a newbies account he just created.

- Another scam is that someone will want you to drop stuff during trades, only trade in the trade window. Another Scam is that someone will tell you to drop something and hit alt+f4 to duplicate the item. All this does is closes your web browser and logs you out. And he will get the item that you drop.
- Team scamming is very popular in Runescape. People will sell you an item for triple the market Value. For example they will get you to easily buy a Rune War Hammer for 100k or more. You probably wondering how do this work. This is where the team comes into play. One guy is saying that he is trading a red mask for a rune war hammer. Once you see that, then you will want to buy a rune war hammer. That's where the other guy comes into play. The other guy will be trying to sell a rune war hammer for 100k. Although 100k is a lot for a war hammer, you will easily buy it to trade for the red mask. But once you buy it for 100k, then the guy with the red mask no longer wants to trade you.

Chapter 9 – Skills That Can Make You \$\$\$\$

I know that I have stated that you do not need any trained skills to be a millionaire and if you have read the first part of this guide you know that you do not. However, I decided to add this chapter just to help anyone out that wanted to train some skills to get rich. Here are the best skills to train and you can see the following chapters on the best way to train these skills.

Mining

a player who can go into the mining guild earns money fast. Sell Iron ores for 50 to 100 each, Coal for 150 each, Silver for 200 each, Gold for 150 to 300 each, Mithril ores for 250 to 300 each, Adamantine ores for 900 to 1k each and Runite ores for at least 10k each.

Smithing

When you've got a decent amount of money; you can buy ores/bars. Smith them to get your level up. It takes a long time, but you earn a lot after you can smith rune items.

Fishing/Cooking

Train fishing up to level 40 so that you can fish lobsters. Before that, fishing doesn't really earn much money for you. Fish lobsters and sell them. Cooked lobsters sell for more and are easier to sell so I'll recommend cooking them. You need a cooking level of 40 to cook lobsters. Sell cooked lobsters for 150 to 200 each.

Woodcutting

A skill that earns a lot of money, but you need a lot of patience. Keep training your woodcutting level by cutting trees until you can cut oaks. Then, keep cutting oaks. Even though willow trees give more exp, I've noticed that cutting oaks give better overall exp. Cutting oaks give more exp per hour because you miss less often, as compared to cutting willows. Once you've got woodcutting level 60, go cut yews. I would strongly recommend you use a rune axe before cutting yews, because it takes a long time. Sell yew logs for 250 to 350 each.

Crafting

Not recommended for non-members but it is still a way to earn money. Craft gold bars into necklaces/amulets/rings and sell them to the general stores. The only good way of earning money from crafting is by making diamond amulets (requires crafting level 70), enchanting them into amulets of power (requires magic level 57) and selling them for about 10k each. A good way of leveling up crafting is by making holy symbols, as they give 50 exp each.

Thieving

Go steal stuff, (My Dirty Little secret, You can also get rich from silk, have 5 of your good buddies steal silk for you and have them trade you their silk. Once they trade you, sell your silk to the silk merchant for 60 gold coins each. Once you sell them your friends will have another load ready, keep repeating this and you can easily make a mil in 4-6 hours. You get around 1620 gold coins per each load of silk you sell to the merchant. With 5 friends they will get you around 2 loads per minute. You're friends will get the thieving xp and you will get the cash. I guess this is why I only have lvl 16 thieving, and they are up to 70 already. So you will get 3240 gc per minute, and around 194,400 Gold coins per hour. So at this pace for 5 hours you will get 972,000 gold coins.) You will have to be a member to do this. The silk stall is located in Ardougne. A lvl 3 noob that's a member can do this.

Fletching

You can make addy arrows and sell them for 150 each, you also can make yew shorts and longs and Hi Alch them for cash. You can make an easy 1-2 mil a day with this skill. You can also make arrow shafts and sell them for 10-15 gold coins each.

Chapter 10 – Combat Training

These are the best monsters to train on with their locations. This will increase your combat level at the maximum rate.

Level 3 – 10

Monster: Goblins

Location: Northwest of Falador, at the Goblin Village, north of Doric

Level 11- 30

Monster: Level 2 Cows

Location: North-East of Lumbridge castle across bridge or Crafting Guild Southwest of Falador

Notes: While training, bring an axe and tinder so you can cook the meat for food and cooking exp.

Level 31 – 45

Monster: Level 18 Skeletons

Location: About Halfway into Varrock Sewers, past the level 13 Zombies

Level 46 – 64

Monster: Level 28 Hobgoblins

Location: Dungeon Southwest of Port Sarim past Pirates.

Notes: None.

Level 65 – 80

Monster: Level 34 Deadly Red Spiders

Location: Varrock Sewers, as far in as you can go.

Level 80 – 90

Monster: Level 42 Moss Giants

Location: Varrock Sewers, same area as Deadly Reds.

Notes: Bring High Alch runes for Drops.

Level 91+

Monster: Level 82 Lesser Demons

Location: Karamja Dungeon (caves) in the back.

Notes: Fish food while on Karamja, then fight, then fish.

Chapter 11 – Strengths of the Weapon Types

Dagger- Only recommended if you have a very high strength and want speed. Fastest weapon but has very low strength. Average accuracy.

Mace- Not a good weapon. Its only good point is that it gives a bonus to prayer. Low strength and accuracy. Average speed.

Sword- Increases defense slightly. Low strength, average speed. Most people do not use this weapon.

Scimitar- Good speed, average strength. Recommended for people with balanced attack and strength.

Long sword- Average speed, slightly higher strength than the scimitar. Adamant and rune long swords have higher slash attack bonuses than adamant and rune scimitars respectively, while bronze, iron, steel and Mithril is the opposite. Increases defense slightly.

War hammer- Very slow. High crush attack bonus, but with low accuracy and average strength. Rated very lowly by many players and is usually not used.

Battleaxe- Faster than the War hammer but is still quite slow. Slightly low accuracy, high strength bonuses. Recommended for people with high attack and low strength.

2-hand sword- Slowest weapon. Highest strength bonus, at the expense of a shield. Low accuracy. Recommended for people with high attack and defense levels

Chapter 12 – Benefits of Fishing

Fishing is a very popular and profitable skill that is used to heal life or hp. Fishing is best used in conjunction with cooking, as you can fish then cook and eat/sell your catch for a higher price. There are a few different kinds of fishing and they all need some sort of equipment, see the fishing items chart. Fishing equipment may be bought from Port Sarim.

At the start, the only things you can fish are shrimp. To catch these you need to buy a net. Shrimp is only found in saltwater, so they cannot be caught in rivers. A good place to catch shrimp is the coastline south of Draynor Village. To fish, click on the "fishing spot" in the water. Once caught they can be cooked in the usual ways.

Levels 1-15: Fish Shrimp at the fishing spots south of Draynor Village. Cook the fish as you go, then put them in your bank if you wish to use them later, but don't hope to sell them, most players prefer to buy higher healing items.

Levels 20-40: Fish for trout and salmon (when you can catch them) to the east of barbarian village by the bridge. Cook your fish, then put them in your bank. Also if you wish you may catch Tuna with a harpoon at Karamja, although it is unlikely that you will progress much in levels.

Levels 40-50: Fish for lobsters at Karamja dock. Either cook them there, drop any burnt lobsters, and fish for more and cook those till you have a full load to take back to the bank in Draynor. If you are after experience and not so much the lobsters, you gain experience the fastest by fishing trout and salmon till around level 45, when you can catch lobsters faster.

Levels 50-99: Fish for swordfish at Karamja dock. When you are near full with just swordfish, cook them. Any you burn drop, and fish for some more until you get a full load of cooked swordfish to Draynor Bank. Some players prefer to continue fishing for lobsters until around level 60, when they can catch swordfish at a decent rate.

Types of Fishing

Net Fishing	Location- Ocean Shore Locations
	Required Items- Net
	Fishing Level Requirements- Shrimps 1, Anchovies 15
Sea Bait Fishing	Location- Ocean Shore Locations
	Required Items- Fishing Rod, Fishing Bait
	Fishing Level Requirements- Sardine 5, Herring 10
Fly Fishing	Location- River Locations
	Required Items- Fly Fishing Rod, Feathers (use one every time you catch fish)
	Fishing Level Requirements- Trout 20, Salmon 30
River Bait Fishing	Location- River Locations
	Required Items- Fishing Rod, Fishing Bait (use one every time you catch fish)
	Fishing Level Requirements- Pike 25
Harpoon Fishing	Location- Karamja & Members Ocean Shore Locations
	Required Items- Harpoon
	Fishing Level Requirements- Tuna 35, Swordfish 50
Lobster Fishing	Location- Karamja & Members Ocean Shore Locations
	Required Items- Lobster Pot
	Fishing Level Requirements- Lobster 40
Big Net Fishing (Members Only)	Location- Catherby & Fishing Guild
	Required Items- Big Net
	Fishing Level Requirements- Boots 16, Gloves 16, Seaweed 16, Mackerel 16, Oyster shell 16, Cod 23, Bass 46
Shark Fishing (Members Only)	Location- Catherby & Fishing guild
	Required Items- Harpoon
	Fishing Level Requirements- Shark 76

Fishing Chart

* indicates member fish

Fish	Min Fishing Level	Fishing Exp.	Min Cooking Level	Cooking Exp.	Healing	Weight	Fishing item	Type of Water
Shrimp	1	10	1	30	3	?	Net	Saltwater
Sardine	5	20	1	40	4	/	fishing rod + bait	Saltwater
Herring	10	30	5	50	5	?	fishing rod + bait	Saltwater
Anchovy	15	40	15	30	3	?	Net	Saltwater
Seaweed	16	1	-	-	-	?	Big Net	Catherby & Fishing Guild
Oyster	16	10	-	-	-	?	Big Net	Catherby & Fishing Guild
Casket	16	10	-	-	-	?	Big Net	Catherby & Fishing Guild
mackerel*	16	20	10	60	6	.3	Big Net	Saltwater
Trout	20	50	15	70	7	.4	Fly fishing rod & feather	Freshwater
Cod*	24	45	18	75	7	.4	Big Net	Saltwater
Pike	25	60	20	80	8	.5	Fishing rod + bait	Freshwater
Salmon	30	70	25	90	9	.5	Fly fishing rod & feather	Freshwater
Tuna	35	80	30	100	10	.4	Harpoon	Saltwater
Lobster	40	90	40	120	12	.4	Lobster cage	Saltwater
Bass*	46	100	42	130	13	.4	Big Net	Saltwater
Swordfish	50	100	45	140	14	.4	Harpoon	Saltwater
Lava Eel*	53	30	53	140	14	.2	Oily Fishing rod & bait	Lava
Sea Turtle*	75	105	82	212	20	?	Trawler	Yanille
Shark*	80	110	80	210	20	.6	Harpoon	Saltwater
Manta Ray*	81	115	91	216	21	?	Trawler	Yanille

Fishing Locations

Locations Marked with a ** are recommended. Red text indicates member locations.

Fish	Locations
Shrimp	South of Al Kharid** South of Port Sarim Karamja Catherby** Entrana Shilo Village
Sardine	South of Al Kharid** South of Port Sarim Karamja Catherby** Entrana Shilo Village
Herring	South of Al Kharid** South of Port Sarim Karamja Catherby** Entrana Shilo Village North of Seer's Village West of the Fishing Guild North of West Ardougne Tree Gnome Stronghold
Anchovy	South of Al Kharid** South of Port Sarim Karamja
Trout	Lumbridge Barbarian Village* North of Seer's Village West of the Fishing Guild** North of West Ardougne**
Pike	Lumbridge Barbarian Village**
Salmon	Lumbridge Barbarian Village** North of Seer's Village West of the Fishing Guild**
Tuna	Karamja** Catherby** North Side of Fishing Guild** South Side of Fishing Guild**
Lobster	Karamja** Catherby** North Side of Fishing Guild** South Side of Fishing Guild**
Swordfish	Karamja** Catherby** North Side of Fishing Guild**

Chapter 13 – Compliments to the Chef

Cooking is a necessary skill to succeed in Runescape. That doesn't mean you need a high cooking, but a level of around 20 will benefit you greatly in ways you cant even think of now. This can be especially useful when combined with Fishing, so you can fish then cook your food to sell at a higher price. If you choose to be a PKer, then you can cook your own food, saving you thousands of coins, let alone time.

Bread

1. Pick wheat to get grain, and get a pot for every piece of grain that you wish to turn into flour
2. Take it to the windmill northwest of Lumbridge, or the cook's guild.
3. Go to the top floor of the windmill and use the grain with the hopper then operate the hopper. Repeat for every grain you have (do not put in more than one grain before you operate it).
4. Go to the first floor of the windmill and put each flour in a pot.
5. Buy a bucket or jug, and fill it with water from a sink or fountain.
6. Mix the flour and water to make some bread dough.
7. Cook the dough by using it with a stove.

Pies

1. Mix flour and water to make some pastry dough.
2. Place the dough in an empty pie dish.
3. Use your choice of filling with the empty pie. (red berry, apple or meat)
4. Cook the pie by using it with a stove.

Cakes

1. Mix flour, eggs, milk together in a cake tin.
2. Cook the cake by using it with a stove.
3. Buy some chocolate and add it to the cake. (*optional*)

Stew

1. Obtain a bowl, and fill it with water from a sink or fountain.
2. Pick a potato and place it in the bowl.
3. Cook some meat and place it in the bowl.
4. Cook the stew by using it with a stove or fire.

Curry

1. Make some uncooked stew (see stew description).
2. Before cooking the stew add some spices.
3. Cook the curry by using it with a stove or fire.

Wine

1. Fill a jug with water.
2. Use grapes with the jug of water.
3. Wait until the wine ferments.
4. Wine will ferment when left in your inventory or the bank.

Pizza

1. Mix flour and water to make a pizza base.
2. Buy a tomato and add it to the pizza.
3. Buy some cheese and add it to the pizza.
4. Cook the pizza by using it with a stove.
5. Add your choice of topping to the pizza.

Cooking Table

Foods that have an * next to them are members only.

Food	Cooking Level	Exp. Points	Healing
Meat	1	30	+3
Shrimp	1	30	+3
Sardine	1	40	+4
Bread	1	40	+4
Mackerel*	5	50	+5
Herring	5	50	+5
Cod	5	60	+6
Red Berry Pie	10	60	+6
Trout	15	70	+7
Meat Pie	20	80	+8
Pike	20	80	+8
Salmon	25	90	+9
Stew	25	90	+9
Apple Pie	30	100	+10
Tuna	30	100	+10
Pizza	35	100	+11
Wine	35	110	+11
Cake	40	120	+12
Lobster	40	120	+12
Bass*	42	130	+13
Meat Pizza	45	140	+14
Swordfish	45	140	+14
Lave Eel	53	140	+14
Chocolate Cake	50	150	+15
Anchovy Pizza	55	140	+16
Curry*	60	190	+19
Pineapple Pizza*	65	200	+20
Shark*	80	200	+20
Sea Turtle*	82	?	+21
Manta Ray*	91	?	+21

Non-Cooking Foods

These foods can not be cooked, but are only available to buy or find at certain locations. The table below shows the foods and where they are located.

Food	Effects	How to get
Beer	+1 hp +1 str -2 att	Buy at most taverns for 2gp, found in Barbarian village.
Asgarnian Ale	+1 hp +2 str -3 att	Buy at tavern in Falador for 2gp.
Dwarven Stout	+1 hp +1 mining smithing -3 att def str	Buy at tavern in Falador for 3gp.
Wizard's Mind Bomb	+1 hp +2 magic -2 att def str	Buy at tavern in Falador for 2gp.
Cabbage	+1 hp	Find in farmer's fields, buy at food store for 1gp.
Draynor Manor cabbage	+1 hp +1 def	Found at Draynor Manor. Normal cabbage and Draynor Manor cabbage look the same but stack in two different piles in the bank.
Cheese	+2 hp	Buy at food store for 4gp, or find in a house in Draynor Village. The house is in the courtyard behind Ned.
Tomato	+2 hp	Buy at food store for 4gp, or find in a house in Draynor Village. The house is in the courtyard behind Ned.
Chocolate	+3 hp	Buy at food store for 10gp or find in cooks guild.
Kebab	Random; +2 to +11 hp, Sometimes +(-)2 str, def, att.	Buy at Kebab store in Al Kharid for 1gp. Made of goblin meat.
Spinach roll	+2 hp, +5 str chance	Dropped by Moss Giants (1/128 odds). Trailborn the Wizard, who lives in the Wizards Tower, will also give you one (or more) when you are first starting the Delrith quest.
Banana	+2 hp	Buy at food store for 2gp, found in back room of food store, found on banana trees on Karamja Island. You can also obtain bananas with the Bones to Bananas spell (level 15 magic, requires 2 earth, 2 water, 1 nature rune). You can take bananas out of the crate in Port Sarim and sell them to Luthas in Karamja Island instead of having to pick bananas for him.
Half full wine jug	+5 hp, -1 att	Wine used to come in halves, but now you drink the whole jug at once. This used to be available in the Chaos Temple, but not any more. The only way to get a half full jug of wine is to buy it from someone else.
Easter egg	+14 hp?	This is a special item in celebration of Easter. You can't get them any more unless you buy one from another player. I don't think they have any use, but you can eat them.
Pumpkin	+14 hp	These are special items, in celebration of Halloween. The only way to get one now is to buy it from another player. They have no use, but you can eat them.

Ingredients

Ingredient	Recipe Use	Obtaining
Grapes	Use with a jug of water to make wine.	Found in cooks guild.
Cooking apple	Use as filling for a pie.	Found in cooks guild. I've heard that it can be found in a couple other places also (including north of Ardougne).
Potato	Used in stew. Can't be baked alone. Just think - baked potatoes.	Found in certain farmer's fields, buy in food store.
Milk	Used in making cake. Currently can't be used to make any other dairy products. Also used in the cooks quest.	Use bucket with cow.
Eggs	Used in cake. Used in the cooks quest. Can't be cooked by itself.	Found at certain farms.
Water	<i>Jug of water:</i> Used for making wine. <i>Bucket or jug of water:</i> Used for making dough or soft clay for crafting. <i>Bowl of water:</i> Used for making stew.	Use a jug or bowl with a sink or fountain. Use a bucket with a sink, fountain, or well.
Flour	Used with flour to make dough. Used in cake. Used in the cooks quest.	Buy at food store for 10 gp, make from grain.
Redberries	Used in pie. Can't be eaten raw.	Found just south of Varrock, buy in food store.

Quest Items

These items can only be used for quests or other specialty uses, they cannot be eaten or used as ingredients.

Item	Use	Obtain from
Karamja Rum	Used in Pirate's Treasure quest.	Buy on Karamja Island for 30gp. Banned from the mainland, but there is a way to smuggle some in for a quest...
Cavadaberries	Poisonous; can't be used to make poison pie.	South of Varrock.
Garlic	Used for a quest. Can't be used in any food.	Draynor Village, upstairs in one of the buildings.
Onion	Used for a quest. Not used in any food.	Found near some farms.
White berries	Used in herblaw to make defense and super defense potions.	Wilderness level 40, near the red dragons.
Mushroom	No use. All mushrooms in the game are poisonous.	Forests, but you can't pick them.
Wine of Zamorak	Used in Herblew (members only)	Used to be called Half full wine jug in the Chaos Temple
Fish food	Used in quest.	Draynor Manor, second floor.
Poison	Can only be used on Fish food (above)	Draynor Manor, first floor.

Cooking Items

These are items that are needed for certain types of cooking. Fishing items can be found in the fishing guide.

Item	Use	How to obtain
Pot	Hold flour.	Buy at general store, found in kitchen at Lumbridge Castle and in the cooks guild. Can be crafted.
Jug	Carrying water or wine	Buy at general store, found in kitchen at Lumbridge Castle and in the cooks guild.
Bucket	Carrying water or milk	Buy at general store, found in farmer's house between Lumbridge and Varrock.
Pie dish	Cooking a pie	Found in cooks guild and in the kitchen of Varrock Palace. Can be crafted.
Bowl	Holding stew	Found in cooks guild. Can be crafted.
Cake tin	Baking a cake	Found in cooks guild.
Chef's hat	Needed to get into cooks guild.	Dropped by certain monsters (like the goblins east of Lumbridge), sold by other players. Unfortunately not sold in the clothing store in Varrock.
White apron	Needed to get into the back room of the food store in Port Sarim - you need to do this for a quest or to get free bananas.	Buy at clothes store in Varrock, found in back room of food store in Port Sarim.
Hatchet/Axe (not Battle Axe)	Cut wood for fires. Can also be used as a weapon.	Buy bronze, iron, and steel axes at Bob's Axes in Lumbridge or bronze ax at some general stores. Better axes means faster cutting
Tinder box	Light logs on fire.	Buy at General Store.
Logs	Fuel for fire	Cut down a tree with a hatchet. Found in a house in Draynor Village

Chapter 14 – Hit That Rock

Mining is one of the most profitable skills in Runescape, especially if you can put it together with Smithing, but that requires a lot of work. The easiest is to pick one and focus, since you can never mine enough to smith. No matter what you

choose to do in Runescape, you will want to at least get your mining up to 15, since that can provide you with some basic ores for other things, such as crafting.

To start mining, you need a pick axe. A simple bronze pick axe will do for now, until you have a higher mining. Once you have a pick (you should have from tutorial island), go to a mine. You can find a mine by looking on the world map. Simply (left) click on the rock you want to mine. This may not be a rock you can mine yet, if you repeatedly get no ore. Compare what the rock looks like to the chart below. Note: you can also right-click on a rock, and select prospect to see which ore is in the rock, if you can not tell after a few tries, it is probably out of your mining range.

When you start you can only mine copper and tin, but with a little work you can soon start to be mining coal and making the money. Do not try to sell any of your copper or tin ore, most players will not buy, and it will waste time you can otherwise be spending mining. If you do not plan to smith your copper or tin into bronze, my recommendation would be to just drop the ore, since it will do no good taking up bank space.

One of the most popular mines is the Dwarven mine, located under Ice Mountain, and another entrance from Falador. It has every type of ore in it (except rune), and it is close to a bank for convenience. This makes it one of the most crowded mines, which can make it hard to get ore with so many competitors.

Many places in Runescape have monsters, as you have seen, and mines are not an exception. The most common monster in mines is the scorpion (lvl 21), which has killed many miners, both strong and weak. Until you are confident in your ability to defeat a scorpion, bring protection (sword, armour), especially in case of the King Scorpion (lvl 32).

Training Guide

Levels 1-10: For these first levels, it does not matter where you mine, since all mines contain the basic metals. Start mining either copper or tin, but once you have a full load, don't put it in your bank unless you want to be a smith, and

smith it later. Let the ore drop on the ground, because there is little value in selling the tin or copper, and traveling back and forth is a waste of your time.

Levels 10-20: Now that you can start mining iron, you need to find a good mine. The Dwarven mine is one of the most popular, but because of its crowds and scorpions (if you have a lower combat level) is not suitable for mining. For a mine that works for you, and if you are unsure, the south-west Varrock mine is a good place to start. Iron is valuable enough to store in your bank, so take the time to do that.

Levels 20-30: Your mining should be high-enough now that you can start to make a profit. These levels are probably the hardest to get through, since you are still mining iron, but after you get to level 30 you can mine coal. Keep mining iron in the same location as you were, unless you want a change of scenery :)

Levels 30-40: You have two choices upon reaching level 30, either mine coal to make a profit, or keep mining iron to get your level up. Even though the first choice might seem better; the second will benefit you in the long run mining coal at its lowest level takes a while, and when you are competing with people who have the same mining level if not higher, they will usually get the coal before you. (You should switch to Dwarven Mine).

Levels 50-60: Now that you can mine coal in the guild, your mining ability will almost double, and your profits will soar. Don't mine the Mithril in the guild even though it is tempting, since you will rarely get it because of higher level people competing to get it. You can also get 3-4 coals before you can get 1 Mithril, which means making money faster and leveling up faster.

Levels 60-70: Levels used to seem short compared to now, right? Since you will be needing hundreds of thousands of experience points to get these higher levels, you must fully commit to mining. Some people take a "vacation" to take a break from mining, and work on other skills, but if you do stay away for a long time your hard work will go to waste. Hold off on the Mithril until your mining is 65 or more. Keep banking your coal, and periodically cert it and sell them to make some money. Remember, Adamantine is level 70...

Levels 70-85: If you want to go all the way to rune everything you've done will seem like nothing, since you need almost 14 million experience points. Coal and Mithril should be your main mining metal, but Adamantine is easy to get once you get a few levels past level 70. Choose which one will help you make the most profit and sell it. Remember level 85 is the goal for all miners in Runescape.

Levels 85-99: Now that you have reached your goal, you are among the elite miners of Runescape. The only place where you can mine rune is the Wilderness, so make sure you have higher protection when you go in. They can be friends, bodyguards or your own weapons, it is a personal choice.

Ore	Mining Req.	Exp.	Respawn Time	Weight
Any Gem	1	0	Rock Type	
Clay	1	5	1 second	2.25
Tin	1	17.5	5 seconds	2.25
Copper	1	17.5	5 seconds	2.25
Iron	15	35	10 seconds	2.25
Silver	20	40	2 minutes	2.25
Coal	30	50	45 seconds	2.25
Gold	40	65	2 minutes	2.25
Mithril	55	80	3 minutes	2.25
Adamantite	70	95	4 minutes, 30 seconds	2.25
Rune	85	125	30 minutes	2.25

Gems

When you are mining, you will more than likely find a gem, which give some experience towards your mining, but the ore will still remain in the rock. You can sell these or use in crafting to make Jewelry. Wearing the Amulet of Glory (members only), which increases you chances of finding a gem. The Shilo Village has a few "gem rocks" which give specific gems.

Pickaxes

Pickaxes no longer have a number of swings, but different chances of getting the ore.

Metal	Mining Level	Cost
Bronze	1	1 gp
Iron	4	140 gp
Steel	6	500 gp
Mithril	21	1,300 gp
Adamantine	31	3,200 gp
Rune	41	32,000 gp

The new axes can be bought from the mining store on the western side of the Dwarven mines. Better axes do tend to have better accuracy.

Mining Locations

As you can see there are 3 main mines in Runescape, Scorpion Pit, Dwarven Mine, and Edgeville Dungeon. Of these, two are widely used because of their ease in transport, Edgeville is in a dungeon, of course. However, if you know you will be mining one of a certain type of rock that can be found elsewhere, I recommend to mine at the smaller, less crowded mines.

Mine	Clay	Copper	Tin	Iron	Silver	Coal	Gold	Mithril	Addy	Rune
South West Varrock		X	X	X						
South East Varrock	X	X	X	X	X					
Scorpion Pit (Al Kharid)		X	X	X	X	X	X	X	X	
Dwarven Mine		X	X	X	X	X	X	X	X	
Edgeville Dungeon		X	X	X	X	X	X	X	X	
Barbarian Village			X			X				
Karamja Island (Volcano)							X			
South Lumbridge						X		X	X	

Mining Guild

You may enter the mining guild once you have a mining level of 60. Inside you will find more than 20 coal rocks and 3 Mithril rocks. There are two entrances to this guild, one through the building right behind Falador bank, and another in back of the Dwarven Mines by the coal rocks. If you are level 59 and wish to enter, you can drink a Dwarven stout to boost your mining level by one, but it will wear off.

Random Mining Events

- The Swarm - A swarm of insects common anywhere in Runescape. They will attack you hitting occasional 1's. There has been no way currently to defeat them, just run away and they will disappear.

- Rock Smoke - The rock will literally start to smoke and if you keep mining, will blow up your pickaxe. Take to the Dwarven pickaxe salesman to fix it for a fee.
- Pick Falls Apart - Similar to the event above, this does not happen with any visual event. Simply pick up or pickaxe head, then in your inventory click to reattach it.
- Rock Golem-Will keep attacking, to escape run out of the line of sight (until you cant see them).
 - Levels:
 - Rock Golem (Level 156) - High Level Players
 - Rock Golem (Level 120) - Medium Level Players (ex. 67)
 - Rock Golem (Level 79) - Low Level Players
 - Rock Golem (Level 49) - Very Low Level Players

Leveling

This shows the number of ores you would need to go ten levels. Note: The number is added on top of what you already have mined, so if your level 70, it gives you the number you would need to go from 70-80, no 1-80. **Level 1-10:**

You need to mine 66 Tin/Copper Ores (1153 exp)

Level 10-20:

You need to mine 190 Tin/Copper Ores (3316 exp), this will allow you to mine Iron (Level 15) and Silver (Level 20)

Level 20-30:

You need to mine 509 Tin/Copper Ores, 255 Iron Ores, or 223 Silver Nuggets (8893), this will allow you to mine Coal (Level 30)

Level 30-40:

You need to mine 1364 Tin/Copper Ores, 682 Iron Ores, 597 Silver Nuggets, or 478 Coal (23,891 exp), this will allow you to mine Gold

Level 40-50:

You need to mine 3664 Tin/Copper Ores, 1832 Iron Ores, 1603 Silver Nuggets, 1283 Coal, or 987 Gold Nuggets (64,109 exp)

Level 50-60:

You need to mine 9852 Tin/Copper Ores, 4926 Iron Ores, 4311 Silver Nuggets, 3449 Coal Ores, or 2653 Gold Nuggets (172,409 exp), this will allow you to mine Mithril Ores (Level 55)

Level 60-70:

You need to mine 26,508 Tin/Copper Ores, 13,254 Iron Ores, 11,598 Silver Nuggets, 9278 Coal Ores, 7137 Gold Nuggets, or 5799 Mith Ores (463,885 exp), this will allow you to mine Adamantite Ore (Level 70)

Level 70-80:

You will need to mine 71,340 Tin/Copper Ores, 35,670 Iron Ores, 31,212 Silver Nuggets, 24,969 Coal Ores, 19,207 Gold Nuggets, 15,606 Mith Ores, or 13,412 Addy Ores (1,248,441 exp)

Level 80-90:

You will need to mine 192,016 Tin/Copper Ores, 96,008 Iron Ores, 84,007 Silver Nuggets, 67,206 Coal Ores, 51,697 Gold Nuggets, 42,004 Mith Ores, or 35,372 Addy Ores (3,360,264 exp), this will allow you to mine Runite Ores (Level 85)

Level 90-99:

You will need to mine 439,320 Tin/Copper Ores, 219,660 Iron Ores, 192,203 Silver Nuggets, 153,762 Coal Ores, 118,279 Gold Nuggets, 96,102 Mith Ores, 80,962 Addy Ores, or 61,505 Rune Ores (7,688,099 exp)

Chapter 15 – To the Furnace!!

Smithing consists of two things, smelting and forging. Smelting is melting raw ore into bars at a furnace, located in Falador, Lumbridge and Al-Karid. Forging is taking those same bars and hammering them into usable items such as weapons, armor, and even arrow tips. All the experience you get forging and smelting (both of which make a certain amount of xp, so you can do one without

the other) goes towards your smithing level, which determines what you can forge and smelt.

To begin smithing, you will have to mine a little, since hardly anyone sells basic ores such as copper and tin and even iron. A good place to start smithing is Al-Karid. You can mine in the scorpion pit, then take your ore into the furnace just north of the bank to smelt, and then put your bars in the bank account. Then return to the scorpion to mine some more. You can follow this route as you mine copper and tin to get bronze, and iron.

After you have a large amount of bars (200) or more, you can start to smith the bars into useful items at one of Varrock's two locations. Always remember to smith the higher priced item for the number of bars used. Example, instead of smithing a dagger, smith a long sword which sells for more money than a dagger. Also, people will buy bronze and iron items in Varrock, sell them either to a store, or to other new players in Lumbridge.

Smelting

The first part of smithing is smelting, in which you melt your ores into metal bars. Most ores must be smelted along with another ore, except for iron, which has a 50% chance of being successful. To smelt an ore, you must go to a furnace. Click on the ore in your inventory, then click on the furnace, and you have a bar.

Ore	2nd Ore	Bar	Level Required	Experience
Copper Ore	1 Tin Ore	Bronze Bar	1	6.5
Iron Ore	-	Iron Bar	15	12.5
Silver Nugget	-	Silver Bar	20	13.5
Iron Ore	2 Coal	Steel Bar	30	17.5
Gold Nugget	-	Gold Bar	40	22.5
Mithril Ore	4 Coal	Mithril Bar	50	30
Addy Ore	6 Coal	Addy Bar	70	37.5
Runite Ore	8 Coal	Runite Bar	85	50

Chapter 16 – Drop the Hammer!!

Forging

The metal bars you produced smelting can be hammered into different objects during the forging phase. To forge, click on the metal bar in your inventory and then click on the anvil so a menu of options to forge comes up. Some objects will use more than one bar, and if you do not have enough, the number will in red. If

your smithing level is not high enough, then the name will be on black, click on it to find out the required level. the only two types of metal you can smelt but not forge are silver and gold, which after being melted into bars, are used in crafting.

Bonus Material

Forums are a good place to find good deals, but you have to be quick. You must check the forums constantly if you want that good deal. All successful merchants use the forums and they will be just as quick as you in trying to close on the deal that will make you big money.

One of the best merchanting areas is behind varrock west bank. I have found that this is the best place for selling high priced items like phats and other rares. This is because a lot of free to play (f2p) really don't know the value of something and you can either get a good deal on something or sell something for an above average price. If you are a member then you have another great place to buy and sell. In front of the East Falador bank on either world 2 or World 16 is full of buyers and selling 24 hours a day. Which would it is depends on what time of day it is. World 2 is from about 4 PM to 4 AM EST and world 16 is during the rest of the time, 4AM to 4PM EST. This is the difference between when a lot of the European and USA player are playing as to which world is full. This is the best place to sell items that you have in bulk, such as ores, bars, arrows, fish, bones, ECT. These items are usually sold in bulk amount to rich players who will pay the market price for the item in cash. Although this is also a good place to sell phats.

Also I can't say this enough, USE THE FORUMS. They are the most useful tool to a seller.

WEBSITES AND FORUMS

The forums are the best place to make money and find the deals and sells you have been looking for. And the best thing about them is that you can make a post and that's it. There is no standing around in varrock or falador to find the trade. Below I have include a list of forums were you can

buy/sell items in Runescape. Sign up for these forums and use them, they are your best tool!

The following website contains forums:

- www.runescape.com

This is only for members to post but if you are not a member you can at least view the forums for good deals you just won't be able to post.

- <http://www.rune-forum.com>
- <http://www.tip.it/runescape>
- <http://www.runevillage.com/>
- <http://rsonline.board.dk3.com/>
- <http://www.runescapecommunity.com/>
- <http://www.runehq.com/>
- <http://www.liquidclock.net>

MAKING BIG PROFITS:

As long as you bought for cheaper than you know you can sell for you will always make some profit. A little profit many times over will add up quickly. Don't turn down any trade where you can make a quick 50K or more. Sellers work the same as buyers really. You will have buyers who are willing to pay a lot more than it is worth, buyers who are desperate for an item and will pay you more

because they have to have it now. And regular buyers who will come back to you over and over to purchase an item from you. Try to accommodate to the regular buyers. If they need to buy for slightly less every now and then go for it. You have already made so much money from them and if making a lesser profit means they keep coming back then please them

As before the forums are a great way to sell your items for the market price. And the best thing about it is that you do not need to do any work to sell the item. Sometimes just looking at the first few pages on the forums will present a buyer to you. And BOOM you just made a quick profit without any work at all. If you are unsure about the price of an item, or if it is an item that has an uncertain value just tell them to offer. A lot of times this will get people into bidding wars and they will pay a lot more for the item.

Sell in bulk brings greater profits. Not only do you selling 1000's of items each for a small percent which adds up to a huge profit but it usually brings you the repeat buyers. And a lot of times items in bulk will sell for greater prices than regular. Arrows and bones are great example of items selling for more when in bulk.

I have made all the money that I will ever need in Runescape by flipping notes. In this guide I used lobsters as an example but you can use the principle on anything. I made my first million by flipping coal. As you can see you do not have to have a high level miner or fisher or crafter or anything. Any newbie can do this and make millions!!!!

I know that if you follow the techniques in this guide you will be a successful millionaire in runescape. That's it what are you waiting for go and start making your millions right now!!!!!!!!!!

I would like to take this opportunity to thank you for purchasing my guide. I wish you the very best Runescape playing experience. If you have any trouble please feel free to email me at: support@runescapeguide.com

Thanks again and Have Fun Making Millions!!!

Joe
RSN: store22